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AMENDMENTS TO THE SPECIFICATION

- (1) Please replace page 6, lines 9-27 with the following amended paragraph:

The present invention provides for managing client/server connections in a wireless environment. In accordance with the invention, a mobile communication unit (*i.e.*, client), deploys keepalive packets at predetermined intervals in order to reset a keepalive timer of a server (*e.g.*, a host computer). By resetting the keepidle timer, a keepalive probe to be sent by the server is delayed for a desired period of time. In this way, a connection and session between the mobile communication unit and server can be maintained as long as desired even when the mobile communication unit is in a power suspend mode. When in a power suspend mode, the mobile communication unit can briefly awake long enough to activate its transmitter and send a keepalive packet to the server to maintain the current session. In this manner, the mobile communication unit can obtain the power savings of being in primarily a power suspend mode, but still prevent the current session from timing out. Further, during awake periods when no communication is occurring between the mobile communication unit and the server, the mobile communication unit may periodically transmit keepalive packets so that, in the event the mobile communication unit temporarily roams out of communication range, the keepidle timer in the server will have been recently reset.

- (2) Please replace page 19, line 10-page 2, line 2 with the following amended paragraph:

Returning back to Fig. 5, after step 300, the mobile communication unit 66 in step 330 ARPs (employs an address request protocol) to retrieve a link layer address for the server 60 so it can establish a TCP connection with the server 60. Next in step 340, the mobile communication unit 66 starts a negotiation process by which the mobile communication unit 66 and the server 60 exchange queries and responses and agree upon a set of parameters which allows them to interpret each others data format and commands. This process is shown in Fig. 7. More particularly, turning now to Fig. 7, in

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order to establish a TCP connection, the mobile communication unit 66 and server 60 exchange packets that initialize the packet sequence numbers that each end-point uses to synchronize the transfer of bytes in the data stream. As shown in step 342, the mobile communication unit 66 begins the connection sequence by sending an IP synchronization (SYN) packet (SEND SYN seq=x) to server 60. After receiving the SYN segment, the server 60 in step 344 returns an acknowledgement – synchronization packet (ACK-SYN) to the mobile communication unit 66. The mobile communication unit 66 in step 346 sends back an acknowledgement (ACK) packet to the server 60 which is received in step 348. In general, TCP connections can be made from either end or simultaneously, but the connection for a Telnet session is typically started by the mobile communication unit 66. This is important for wireless terminals such as the mobile communication units 66 because they are registered to the network and are reachable for several minutes after starting a connection.

(3) Please replace page 20, lines 3-19 with the following amended paragraph:

When they have completed negotiation, a connection is established and the server 60 sends down in step [[250]] 350 (Fig. 5) a login prompt to the mobile communication unit 66 so that the user can login and start a session. Following the login, a session is started between the mobile communication unit 66 and the server 60 and as shown in step 360 data can be exchanged. As is conventional, the server 60, in step 370, will send keepalive probes to the mobile communication unit 66 if no communication is received from the mobile communication unit before the keepidle timer expires. The keepalive probes are sent periodically for a fixed period of time after the keepidle timer expires. If no acknowledgements or other communication is received in a predetermined period of time thereafter, the server 60 ends the connection. The predetermined period of time consists of the time set in the keepidle timer plus a fixed period of time thereafter which corresponds to the time it takes the server 60 to send keepalive probes and wait for acknowledgements. Of course, the predetermined period of time could be any other period of time that the server 60 sets before the connection is terminated.